

CLAIMS

What is claimed is:

1. A soccer board game comprising:
 - 5 a game board having game spaces defined thereon;
 - a plurality of player tokens to be selectively positioned by a first player on the game board so as to occupy a first plurality of the game spaces;
 - a plurality of opponent tokens to be selectively positioned by an opponent player on the game board so as to occupy a second plurality of the game spaces;
 - 10 and
 - a first game piece to be moved by the first player within a player turn, from a starting game space to a first transitional game space and one or more successive game spaces,
 - wherein when the first transitional game space is occupied by a first
 - 15 player token, the game piece is advanced to a first successive game space by an amount indicated by movement indicia associated with the first transitional game space, and
 - when the first transitional game space is occupied by a first opponent token, the game piece is moved backward to a second successive game
 - 20 space by an amount indicated by the movement indicia associated with the first transitional game space.
2. The soccer board game of claim 1, wherein when the first successive game space is occupied by a second of the plurality of player tokens, the first game piece
- 25 is advanced to a third successive game space by an amount indicated by movement indicia associated with the first successive game space, and when the first successive game space is occupied by a second of the plurality of opponent tokens, the game piece is moved backwards to a fourth successive game space by an
- amount indicated by the movement indicia associated with the first successive game
- 30 space.

3. The soccer board of claim 2, wherein the fourth successive game space comprises the first transitional game space.

4. The soccer board of claim 2, wherein the fourth successive game space
5 comprises the second successive game space.

5. The soccer board game of claim 1, further comprising a second game piece to be moved by the opponent player within an opponent player turn, from the starting game space to a second transitional game space, wherein
10 when the second transitional game space is occupied by a second of the plurality of opponent tokens, the second game piece is advanced to a third successive game space by an amount indicated by movement indicia associated with the second transitional game space, and
when the second transitional game space is occupied by a second of the
15 plurality of player tokens, the second game piece is moved backward to a fourth successive game space by an amount indicated by the movement indicia associated with the second transitional game space.

6. The soccer board game of claim 1, further comprising a plurality of chance
20 cards to be drawn by the first player in response to the first game piece landing on one of a plurality of game spaces indicating a card draw.

7. The soccer board game of claim 6, wherein the chance cards indicate one or more conditional actions to be taken by the first player conditioned upon a location of
25 the first game piece on the game board.

8. The soccer board game of claim 7, wherein the one or more conditional actions comprise moving the game piece forward by an indicated number of game spaces, moving the game piece backwards by an indicated number of game spaces,
30 and scoring a goal.

9. The soccer board game of claim 7, wherein the one or more conditional actions comprise moving the game piece forward or backward by an unspecified number of spaces to be determined based upon previous deployment locations of the player tokens and opponent tokens.

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10. The soccer board game of claim 6, wherein the plurality of chance cards comprise one or more injury cards, which when drawn by the first player, direct the first player to remove a player token from a next subsequent game space indicated by the first game piece that is also occupied by a player token.

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11. The soccer board game of claim 10, wherein the first player replaces a removed player token with a substitute player token if the first player possesses at least one of the plurality of player tokens that has not been deployed, and the first player plays with one less than the plurality of player tokens if the plurality of player tokens have been previously deployed.

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12. The soccer board game of claim 6, wherein the game board is divided into at least a red card zone and a yellow card zone, wherein one or more of the plurality of chance cards direct the first player to remove a player token from the game board if the first game piece is located within the red card zone.

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13. The soccer board game of claim 12, wherein the first player is directed to remove a player token from the game board after the first player draws two yellow card chance cards while the first game piece is located within the yellow card zone.

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14. The soccer board game of claim 1, wherein the plurality of player tokens and the plurality of opponent tokens each comprise 13 tokens representing soccer players.

15. The soccer board game of claim 14, wherein each of the plurality of player tokens and the plurality of opponent tokens including nine ordinary players, two substitute players, and two star players.
- 5 16. The soccer board game of claim 14, wherein each of the first player and the opponent player can occupy up to eleven game spaces on the game board with a corresponding number of player tokens at any given time.
- 10 17. The soccer board game of claim 1, wherein when the first transitional game space is occupied by a second player token representing a star player, the game piece is advanced to a third successive game space by a multiple of the amount indicated by the movement indicia associated with the first transitional game space, and when the first transitional game space is occupied by a second opponent token representing a star player, the game piece is moved backward to a fourth
- 15 successive game space by the multiple of the amount indicated by the movement indicia associated with the first transitional game space.
18. The soccer board game of claim 1, wherein each of a subset of the game spaces is associated with one of a plurality of countries.
- 20 19. The soccer board game of claim 18, wherein each of the subset of the game spaces is adorned with indicia corresponding to an associated one of the plurality of countries.
- 25 20. The soccer board game of claim 18, wherein the amount indicated by the movement indicia is based upon the associated one of the plurality of countries.
21. The soccer board game of claim 1, wherein each of a subset of the game spaces is associated with one of a plurality of soccer organizations.
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22. The soccer board game of claim 1, wherein the first player moves the first game piece from the starting game space to the first transitional game space based upon an outcome of a chance device.
- 5 23. The soccer board game of claim 22, wherein the chance device comprises at least one die.
24. A soccer board game comprising:
- 10 a game board having game spaces indicated thereon, the game spaces defined by at least a first game space type and a second game space type;
- a game piece to be moved by a first player from a starting game space to at least one successive game space;
- a plurality of player tokens to be selectively positioned by a first player on the game board so as to occupy a first plurality of the game spaces corresponding to the
- 15 first game space type;
- a plurality of opponent tokens to be selectively positioned by an opponent player on the game board so as to occupy a second plurality of the game spaces corresponding to the first game space type;
- 20 rules to establish game play including how the game piece can be moved from one game space to another in an attempt by the first player to achieve a desired outcome, wherein the rules provide for the first player to, within a single turn,
- move the game piece to occupy a first game space on the game board based upon an outcome of a chance device,
- determine whether the first game space corresponds to the first game
- 25 space type, and
- move the game piece forward an additional number of spaces when the first game space is associated with the first game space type and is occupied by a player token, and move the game piece backwards the additional number of spaces when the first game space is associated with the
- 30 first game space type and is occupied by an opponent token.

25. The soccer board game of claim 24, wherein the desired outcome comprises the first player scoring more goals than the opponent player.
26. The soccer board game of claim 24, wherein the desired outcome comprises the first player scoring an identified number of goals before the opponent player.
27. The soccer board game of claim 24, wherein the additional number of spaces is determined by indicia associated with the first game space.
28. The soccer board game of claim 24, wherein the rules further provide for the first player to have an option to place a player token on the first game space when the first game space corresponds to the first game space type and the first game space is open.
29. The soccer board game of claim 28, wherein the plurality of player tokens and the plurality of opponent tokens each comprises 13 tokens representing soccer players including nine ordinary players, two substitute players, and two star players.
30. The soccer board game of claim 28, wherein the rules further provide for the first player to occupy up to eleven game spaces on the game board with a corresponding number of player tokens at any given time.
31. The soccer board game of claim 24, wherein the rules further provide for the first player to score a point by at least one of a first and second event occurring, wherein the first event comprises the first player advancing the game piece past a predetermined game space, and the second event comprises the first player drawing a chance card indicating the scoring of a point.
32. The soccer board game of claim 24, wherein the chance device comprises at least one die.

33. A soccer board game comprising:
a playing field having a plurality of game spaces indicated thereon;
a playing piece for moving amongst the game spaces;
means for randomly determining a first game space onto which the playing
5 piece is to be moved by the first player within a given turn;
means for indicating on a game space occupied by the playing piece whether
the occupied game space is associated with one of a first player and an opponent
player;
means for identifying one of two subsequent game spaces to which the
10 playing piece is to be moved by the first player within the turn, based at least in part
upon whether the occupied game space is associated with the first player or the
opponent player,
wherein the playing piece is advanced from the first game space by an
amount identified by said means for identifying, when it is indicated that the
15 first game space is associated with the first player, and
the playing piece is moved backwards from the first game space by the
amount identified by said means for identifying, when it is indicated that the
first game space is associated with the opponent player.
- 20 34. The soccer board game of claim 33, further comprising a plurality of chance
cards to be drawn by the first player in response to the playing piece landing on a
game space indicating a card draw.
35. The soccer board game of claim 34, wherein the chance cards indicate one or
25 more conditional actions to be taken by the first player conditioned upon a location of
the first game piece on the game board.
36. A soccer board game comprising:
a game board having a plurality of game spaces defined around a perimeter
30 of the board, the game spaces including a soccer action spaces and soccer team

spaces, as identified by first indicia printed on each of the plurality of game spaces;
and

at least one game piece to be moved amongst the plurality of game spaces;

- 5 wherein an object of the soccer board game is for a first player to score more
goals than one or more additional players by moving forward and backward around
the game board based at least in part upon a chance component and a strategy
component.

37. The soccer board game of claim 36, wherein each of the soccer team spaces
10 is associated with one of a plurality of countries.

38. The soccer board game of claim 37, wherein each of the soccer team spaces
is adorned with indicia corresponding to an associated one of the plurality of
countries.

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39. The soccer board game of claim 36, wherein each of the soccer team spaces
is associated with one of a plurality of soccer organizations.